Republic of Shelfafia

The Republic of Shelfafia is a micronation located on a domestic shelf in Seoul, South Korea. It is notable for its extremely small territory, ant-based population, crumb-backed currency, and ongoing conflicts with household and natural forces. Shelfafia is not recognized by any sovereign state or international organization.

Overview

Shelfafia was proclaimed on 28 January by the house owner, who serves as both head of state and ultimate governing authority. Despite its limited size, the micronation maintains defined borders, symbolic governance, diplomatic relations with neighboring insect polities, and a formalized national identity.

Geography

- **Location:** Indoor shelf
- **Area:** 30 cm × 19 cm
- **Biome:** Moss and soil micro-ecosystem
- **Topography:** Flat shelf surface with localized moss growth

The territory is permanently above floor level but is vulnerable to environmental disturbances such as wind and water.

Population

The permanent population consists of **seven ants**, some of whom are identified by common personal names (e.g., Andy, James). Ants are considered the only eligible citizens under Shelfafian law.

Government and Politics

Shelfafia operates under an **absolute shelfocracy**.

- **Head of State:** House owner
- **Prime Minister:** Shelfafia Shafafia (ant)

Constitution

The state is governed by a single constitutional provision:

> *"All shelves are equal, but this one is more equal."*

This constitution is considered immutable.

Economy

- **Currency:** Cookie crumbs
- **Economic basis:** Crumb distribution and moss-adjacent activity

Economy (Expansion)

In addition to its crumb-backed currency, Shelfafia participates in **external trade**.

Trade

Primary trading partner:

- 🐞 **Republic of Ladybugs**

Trade relations are based on proximity, mutual tolerance, and insect diplomacy. Imports and exports are unspecified but assumed to involve **crumb-adjacent value**.

National Symbols

Flag

The national flag consists of horizontal blue, white, and grey fields with a green inverted triangle emblem.

Symbolism

- Blue — Sky
- White — Peace
- Grey — Ants
- Green — Moss and land

Anthem

The national anthem is *"You Suffer"* by Napalm Death, notable for its duration of approximately five seconds, making it one of the shortest anthems associated with any micronation.

Passports

Shelfafian passports consist of a **2 mm piece of paper with a single line**, serving a symbolic rather than functional purpose.

Holidays

Shelfafia observes several national holidays:

- **28 January** — Independence Day

- **20 July** — Founder's Day
- **5 March & 9 March** — Family Unity Days
- August 9th — Crumbs Day

Foreign Relations

Shelfafia maintains friendly relations with:

- **Worms of the Garden**
- **Republic of Ladybugs** (neighboring polity)

Conflicts

Shelfafia has declared hostility toward several non-state entities, described as existential threats:

Enemies

- **Vacuum Cleaner** — classified as a weapon of mass destruction
- **Strong winds** — considered a destabilizing force
- **Water** — responsible for flooding and moss displacement
- **Spiders** — permanently banned under immigration and security law

Immigration Policy

Immigration is strictly limited:

- **Permitted:** Ants, and allies of Shelfafia
- **Prohibited:** Spiders and all other animals

Infrastructure

Landmarks

Shelfafia contains one major landmark:

The Plastic Block

- Height: **2 centimeters**
- Status: National landmark
- Functions: navigation reference, cultural symbol, morale booster
- Protection level: extremely symbolic

This makes Shelfafia a **monument-having nation**, which is huge.

Housing and Urban Development

Shelfafia maintains a small but structured housing sector.

- **Total houses:** 10
- **Standard cost per house:** 81 cookie crumbs

(Prices may vary due to inflation, wind, or snack availability)

Culture and Sports

AntCup

The **AntCup** is Shelfafia's primary national sporting event. It is a competitive crumb-finding game involving ant participants and is regarded as both a cultural tradition and a test of collective efficiency.

Format

- **Teams:** Crumb Team, Unity Team
- **Players:** 3 ants per team (**3:3 game**)
- **Seating capacity:** 9 seats (including non-playing ants and officials)

Rules

- A crumb is hidden within the field of play.
- Ants search simultaneously.
- **The last ant to locate the crumb is declared the loser.**
- A trophy and 50 crumbs are awarded.

The rules emphasize speed, cooperation, and awareness rather than strength.

Schedule

- Frequency: **Biannual (every 6 months)**
- **Inaugural cycle:** Beginning **27 January**

Matches are often affected by environmental conditions such as wind, vibrations, and accidental human interference.

Cultural Significance

The AntCup serves as a symbol of national unity and peaceful competition within Shelfafia. It reinforces cooperation between ants while maintaining friendly rivalry between teams.

Attendance is considered an honor, particularly for ants selected to occupy the limited seating.

Trophy

- **AntCup Trophy**
- Description: Crumb-themed
- Symbolism: Victory, speed, and superior crumb-detection skills

Competition Records

- **Match tables** documenting:
- Team participation
- Wins and losses
- Notable outcomes and forfeits (e.g., crumb displacement)

Players

- **Registered ant players**, including:
- Individual names
- Team affiliation (Crumb Team / Unity Team)
- Participation history

Games

Rounds	Who won?
Round 1	Unity team
Round 2	Crumb Team
Round 3	Unity Team
Round 4	Crumb Team
Round 5	Crumb Team
Who won?	Crumb Team